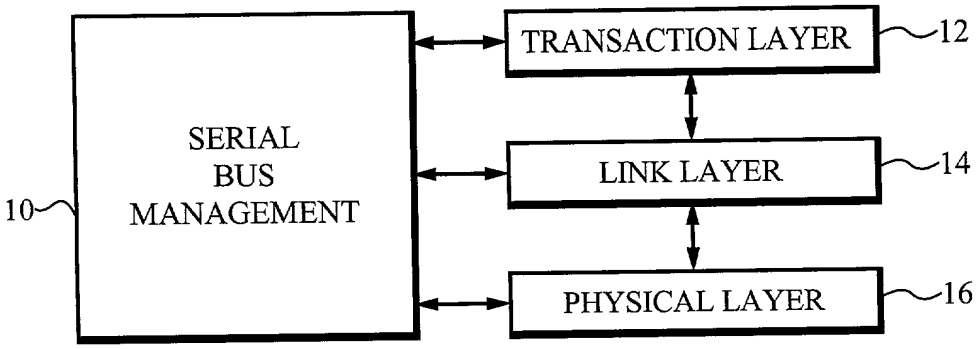

Fig. 1 (PRIOR ART)

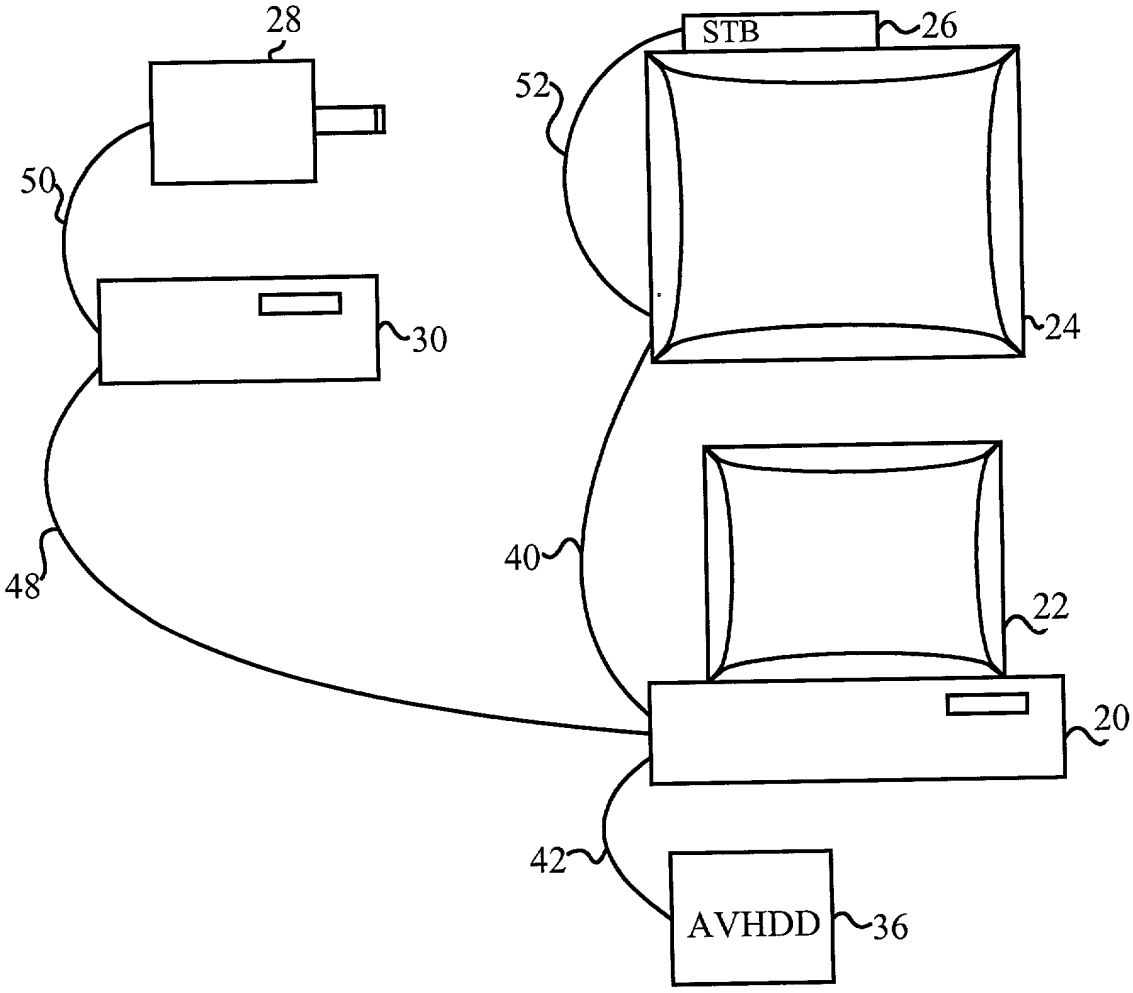

Fig. 2

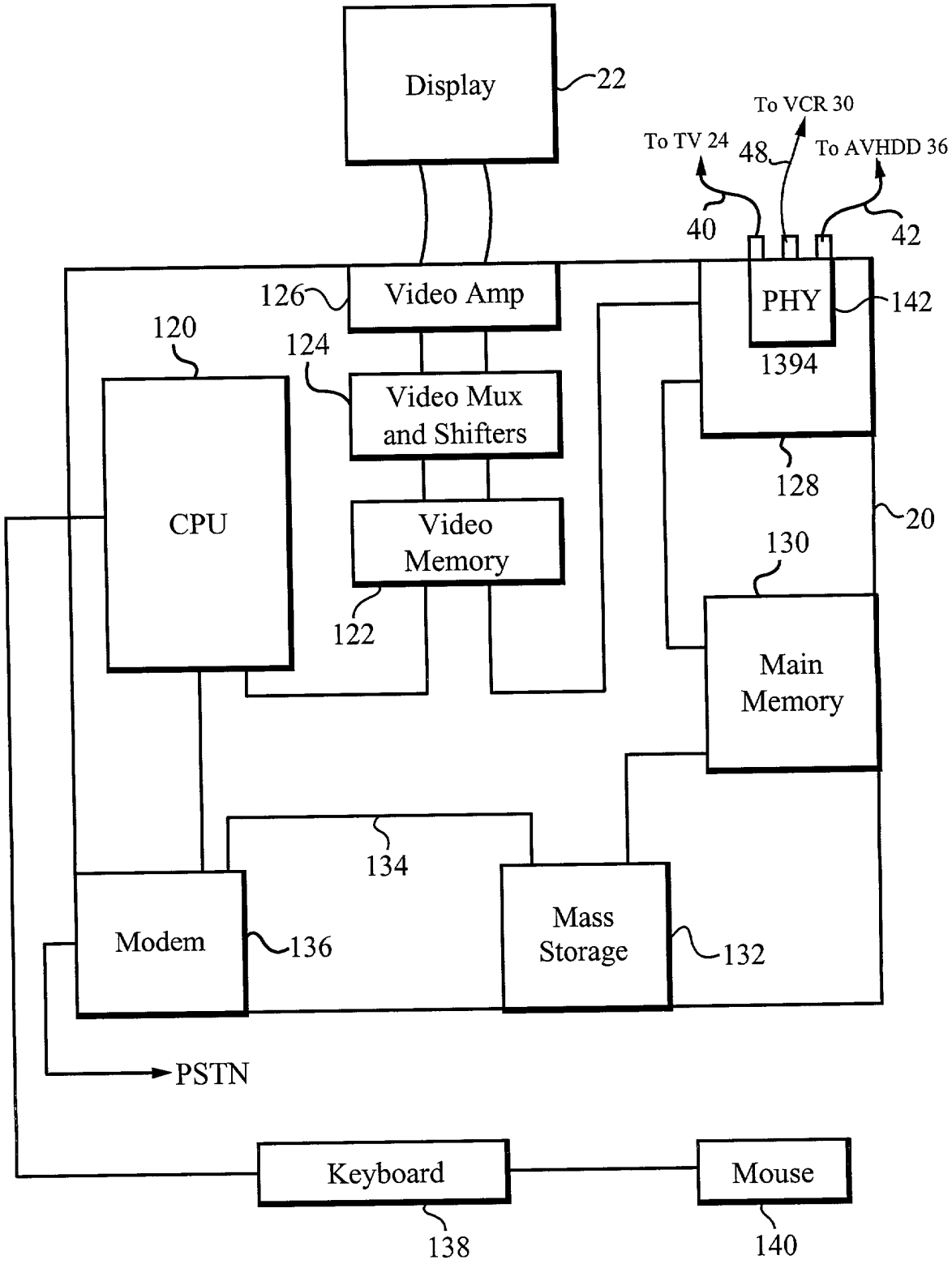
Display
22
To VCR 30
To TV 24
48
To AVHDD 36
40
42
126
Video Amp
PHY
142
1394
120
124
Video Mux
and Shifters
CPU
Video
Memory
122
128
20
130
Main
Memory
134
Modem
136
Mass
Storage
132
PSTN
Keyboard
Mouse
138
140

Fig. 3

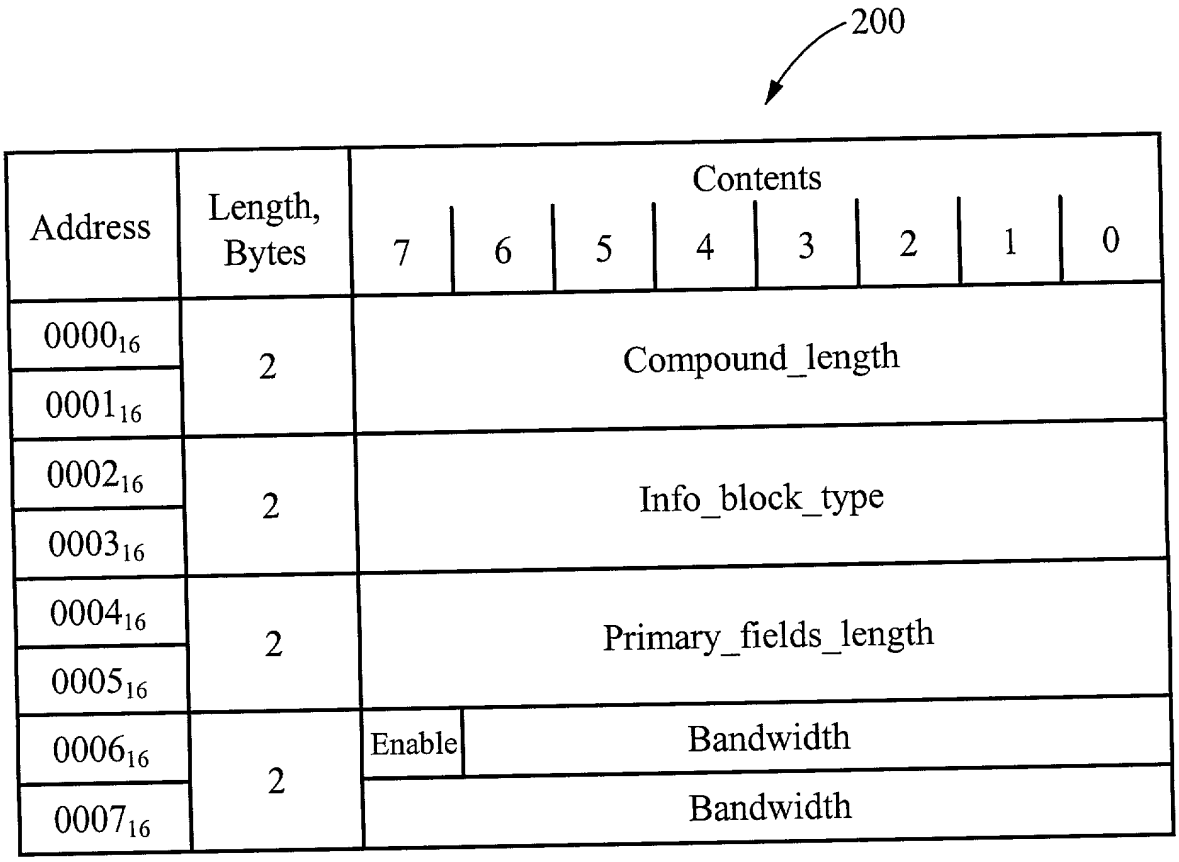
200
Address
Length, Bytes
Contents
7
6
5
4
3
2
1
0
0000_{16}
0001_{16}
2
Compound_length
0002_{16}
0003_{16}
2
Info_block_type
0004_{16}
0005_{16}
2
Primary_fields_length
0006_{16}
0007_{16}
2
Enable
Bandwidth
Bandwidth

Fig. 4

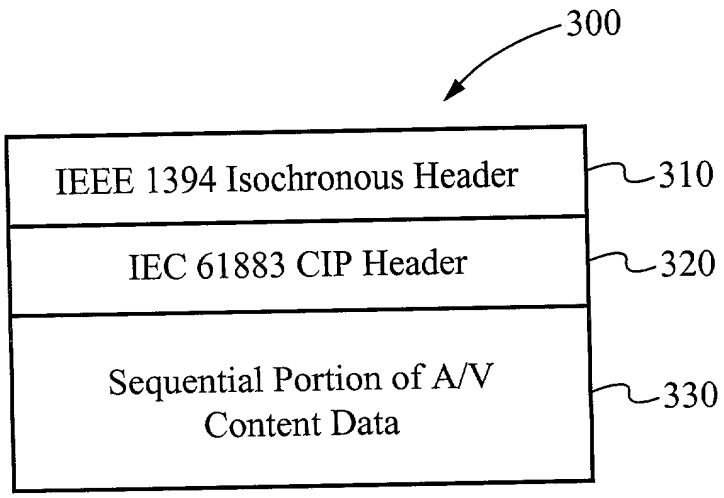
300
IEEE 1394 Isochronous Header
310
IEC 61883 CIP Header
320
Sequential Portion of A/V Content Data
330

Fig. 5

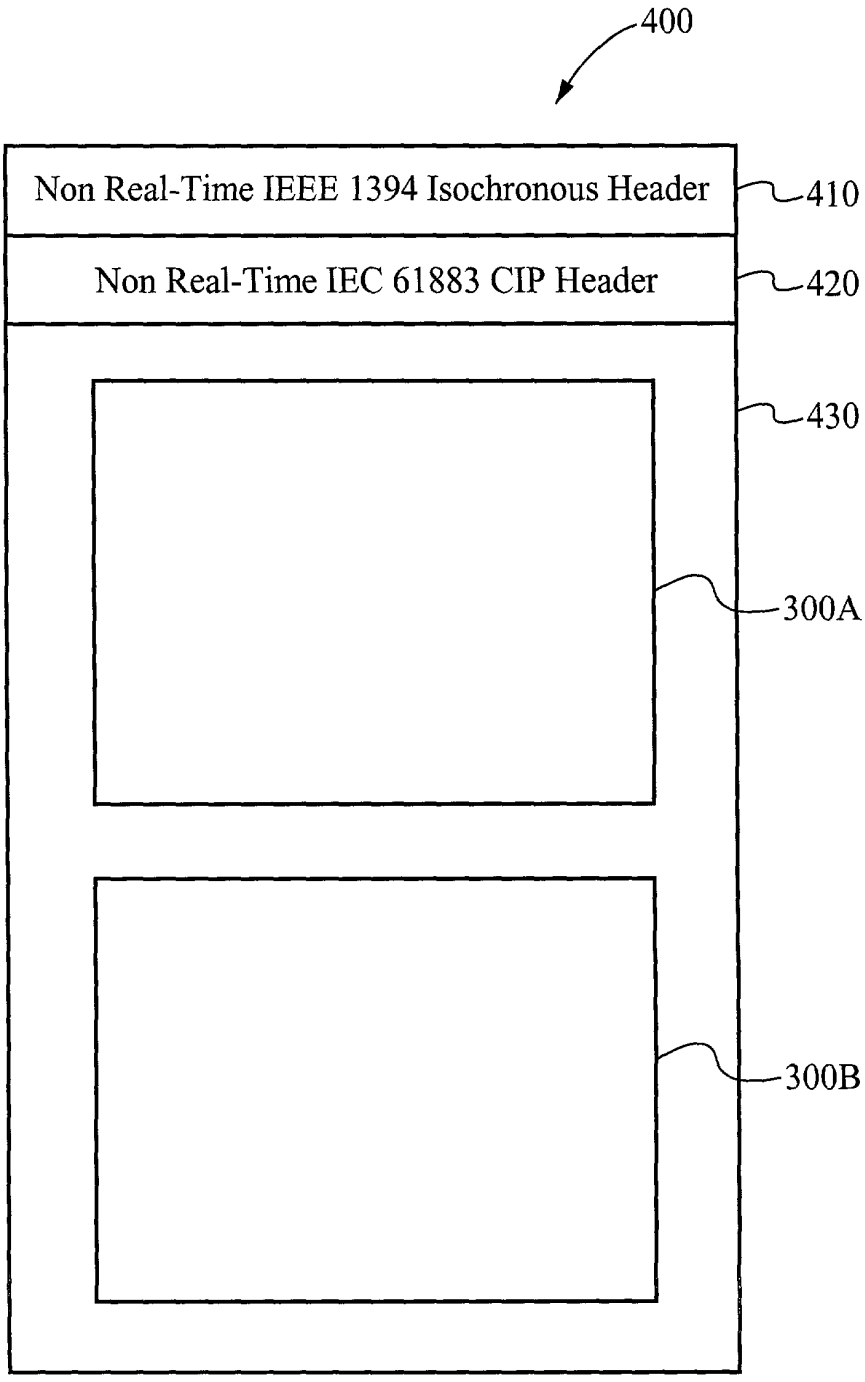
400
Non Real-Time IEEE 1394 Isochronous Header
410
Non Real-Time IEC 61883 CIP Header
420
430
300A
300B

Fig. 6

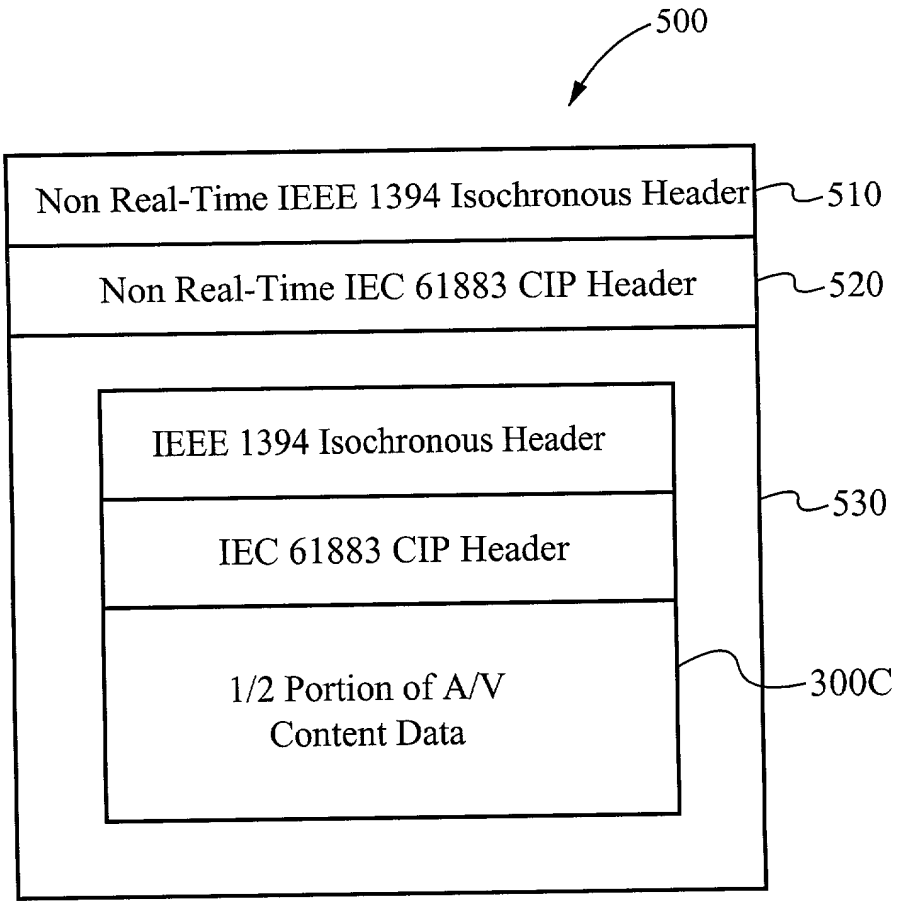
500
Non Real-Time IEEE 1394 Isochronous Header
510
Non Real-Time IEC 61883 CIP Header
520
IEEE 1394 Isochronous Header
IEC 61883 CIP Header
530
1/2 Portion of A/V Content Data
300C

Fig. 7

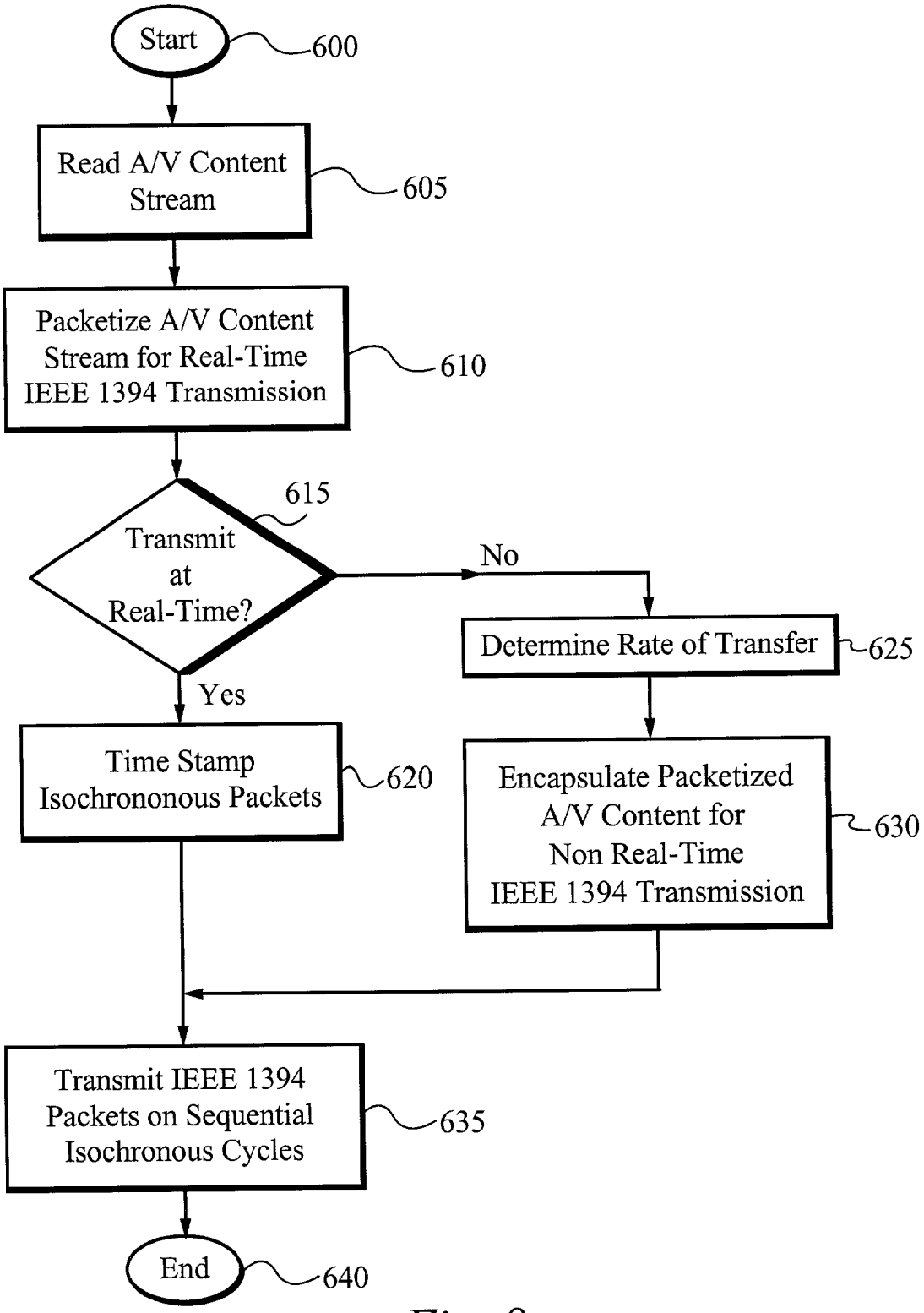
Start
600
Read A/V Content Stream
605
Packetize A/V Content Stream for Real-Time IEEE 1394 Transmission
610
615
Transmit at Real-Time?
No
Yes
Determine Rate of Transfer
625
Time Stamp Isochrononous Packets
620
Encapsulate Packetized A/V Content for Non Real-Time IEEE 1394 Transmission
630
Transmit IEEE 1394 Packets on Sequential Isochronous Cycles
635
End
640

Fig. 8

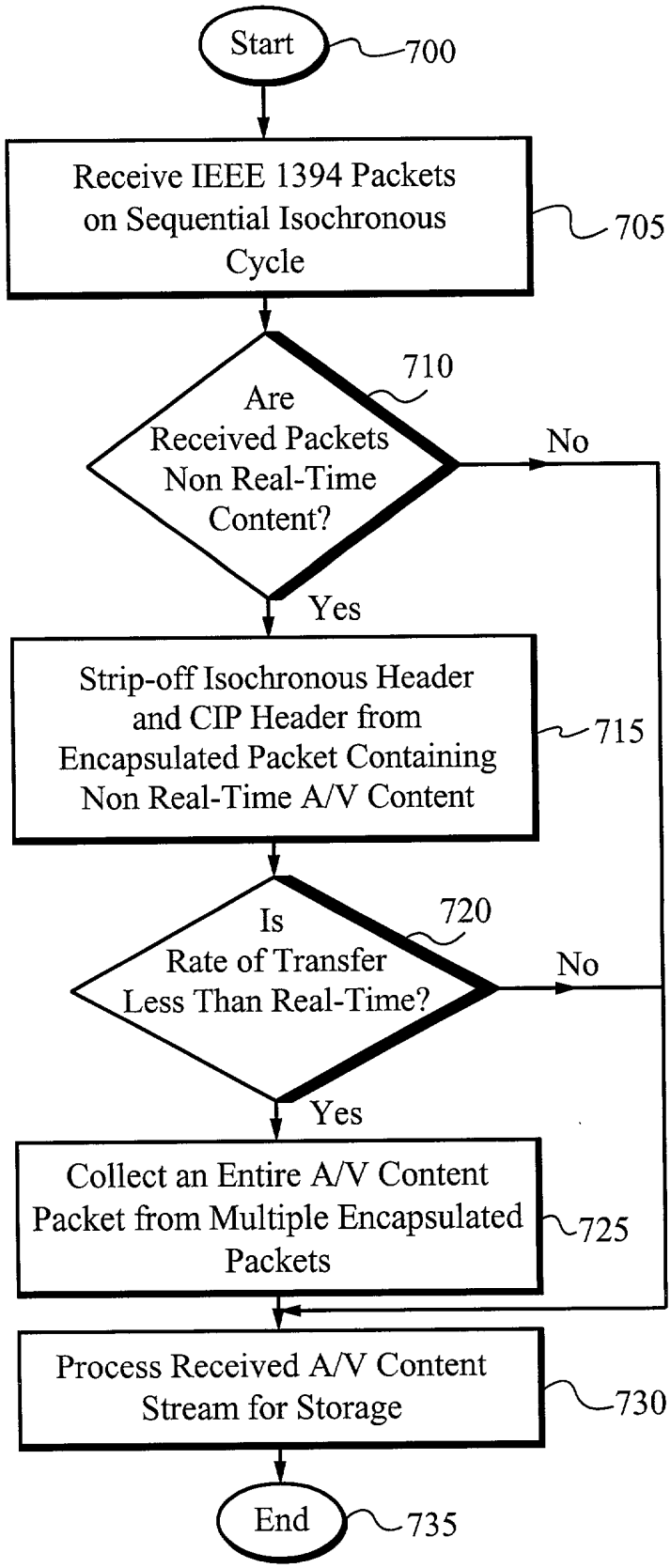
Start
700
Receive IEEE 1394 Packets on Sequential Isochronous Cycle
705
Are Received Packets Non Real-Time Content?
710
No
Yes
Strip-off Isochronous Header and CIP Header from Encapsulated Packet Containing Non Real-Time A/V Content
715
Is Rate of Transfer Less Than Real-Time?
720
No
Yes
Collect an Entire A/V Content Packet from Multiple Encapsulated Packets
725
Process Received A/V Content Stream for Storage
730
End
735

Fig. 9